How to / Trackmania / Trackmaking / Editor & Workflow

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Step 3 : Different track types

Most of you probably only know the normal "Race" mode, but in fact, Trackmania offers a couple of different track building types...

You can define the type of your track by clicking the "**Access objectives**" button.

Race

This is the "normal" type of track we drive every day.

You can set the number of "laps to be driven" here... but remember what we've learned before about playing Multilap tracks online!

After you have validated the finished track (= driven a fast author's time), you can set the times for Gold, Silver and Bronze.

Stunts

This is a pretty exciting track type. People get a certain time limit to drive everywhere on the track and make wild stunts, for which they get points.
They can respawn at any time and then drive into the red finish line to get their stunt points counted together.

After validating the track (getting as many points as possible), you can also set the stunt points, which drivers need to get in order to achieve Gold, Silber or Bronze medal.

Platform

People need to drive the track from start to finish.
Usually such a track is very hard to complete, so people need to respawn. The track must be possible to finish, no matter where a driver respawns his car.

For every respawn, drivers get penalty points.

After validating the track (you must get 0 penalty points), you can set the penalty points for Gold, Silver and Bronze medal.

Puzzle

Weird. First you build an incomplete track.

Then you add (the missing) parts to a list of blocks, given to the players, so they can finish building the track themselves. After building it, they try to drive the best time possible.
After validating, you can set the Gold, Silver and Bronze times as well...

Step 4 : Replay Mode and Custom music

Please refer to the Mediatracker tutorial and the Custom challenge music tutorial

Step 5 : The paintbucket

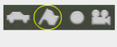
The paintbucket icon on the right side of the menu can be used to **paint certain blocks**, such as **advertisement signs** or airships, **with custom graphics**. As soon as the paintbucket icon is clicked, all **paintable blocks on the track are hightlighted** and you can select one of them with your left mouse button.

For more details, read the **Custom Advertisement signs tutorial (not finished yet)**, which explains how the paintbucket works.

Step 6 : Testing, validating, saving

Testing

You can test a certain section of your racing track any time by either:
Placing the cursor where you want to drop your car and press RETURN/ENTER.
or
Click the "Race mode" button to drop your car at the desired spot (Right Mouse Button can rotate your car before beeing dropped).

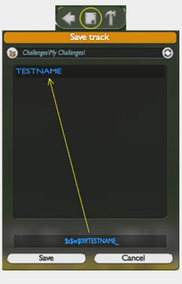


Validating

Before you can share your track and let other people drive it, you must "validate" the track, which means you must drive it from start to finish, hopefully with a good time.
Your **author's time** will be saved within the track and people will drive against it.

Don't forget to change the Gold,Silver, Bronze times (or points) in the "Access objectives" menu after validation!

Attention! If you change any trackworks or Ingame-Mediatracker content after validation, you need to **re-validate the track again** before saving it.



Saving the track

If you're satisfied and the track is validated, you can save it to harddisk.
In the file dialogue, you can enter your track's name at the bottom. This is how it will appear within the game.

You can use text formatting, colour formatting codes to give your trackname a special appearance...

Special characters can be used as well, but it's not recommended, since the track couldn't be found under its supposed name anymore, when people are searching playlists on servers.

Hint! After saving the track, you can remove all codes out of the track's real filename on harddisk. This will not change the name's appearance in the game.

Step 7 : Additional helpers and settings

There are some more little helpers, meant to make your track editing a bit easier.

Click on the "**Access Tools**" button.

"Help"
Shows some short help on how to move and place blocks.
"Clear All"
Will delete all blocks on the track.
"Show helpers"
Displays a vertical grid, so you can see at what height you're building.. rather useless.
"Edit Comments"
You can enter a comment about your track here.. for.. what reasons ever...
"Edit Snapshot Camera"
TM Forever automatically saves a snapshot of track within the track file itself. With this option you can set the camera position and perspective for the screenshot to be taken automatically every time you save the track.

Well, now you know how the race track editor works. Have fun !

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